PlayStation®

NTSC U/C

PlayStation®

Plays

EVERYONE

CONTENT RATED BY ESRB

SLUS-00659
8660

Backstreet BILLIARDS

ASCII ENTERTAINMENT

Warning:

Read before using your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to these patterns or backgrounds on a television screen, or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing video games - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor or the CRT. Avoid repeated use of video games on large screen projection televisions. Refer to your projection TV instruction manual for details.

Handling your PlayStation® disc

This compact disc is intended for use only with the PlayStation® game console.
Do not bend it, crush it, or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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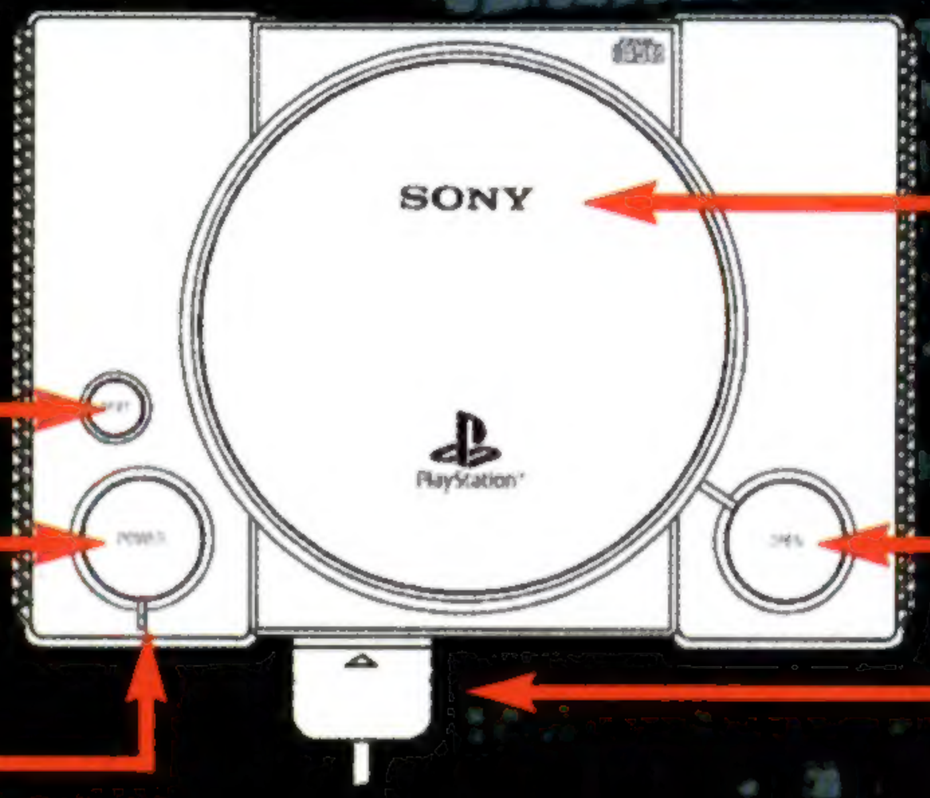
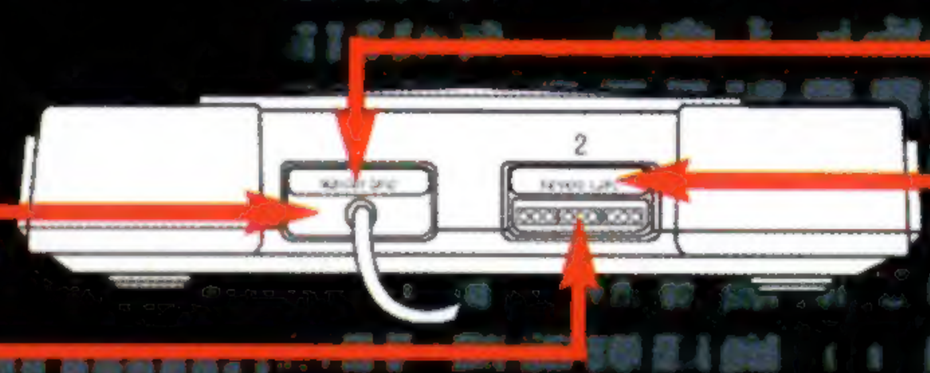
Thank you for purchasing “Backstreet Billiards”, exclusively for the PlayStation® game console. Please read this manual carefully before playing and only use this product according to its instructions. Keep this manual in a safe place for your reference.

Getting Started

Top View:



Front View:

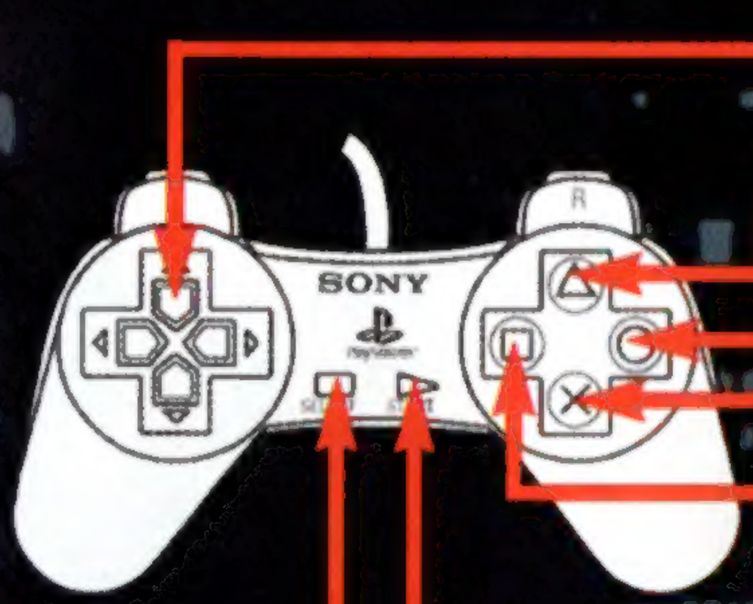


1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the Backstreet Billiards disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

Using the Controller

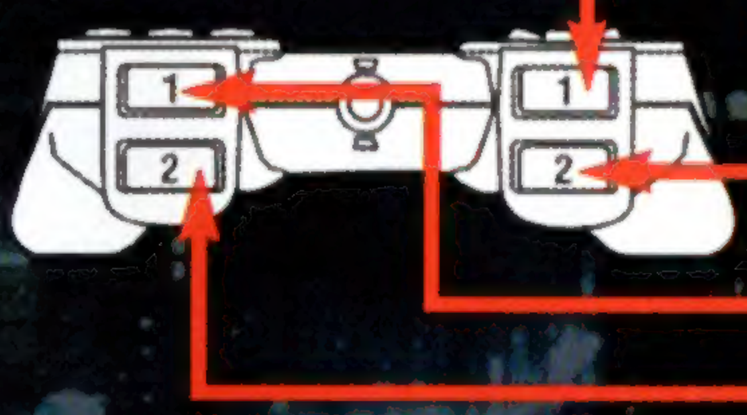
Top View:

This section explains the basic game controls. Please refer to "How to Control" for more detailed information.



Direction:	Move cursor/Change Viewing Angles
△ Button:	Cancel/Move cue ball
○ Button:	Adjust cue angle
✕ Button:	Select
□ Button:	Adjust where cue strikes the cue ball/Adjust shot strength
Start Button:	Start Game/Open menu
Select Button:	Switch to top view

Front View:



L1 Button:	Zoom in
L2 Button:	Indicate numbers of all balls
R1 Button:	Zoom out
R2 Button:	Turn camera On/Off

Analog Controller:

The Analog Controller's Dual Shock™ feature can be turned On/Off from the option menu. (Analog Controller only) Please play with the LED off. The game is played with the Directional buttons, the left/right Analog sticks are not used.

Using the Multi Tap:

This game supports up to 4 players using the Multi Tap. Connect the Multi Tap to Controller Port 2 on the PlayStation® game console. Controllers should then be attached to the Multi Tap beginning from port A, then port B, C and D.

**It is also possible to play a 4-player game without using the Multi Tap.*

Memory Card:

Game progress can be saved using a Memory Card (sold separately) in the designated Memory Card slots. Choose "Memory Card" from the Option Menu, and confirm your selection. (To save Story progress, select "Save" from the menu). Choosing "YES" saves the data. If this is not done the data will not be saved. Turning off the power without saving will cause all progress to be lost.

**An extra block of memory is required to save data from the Trick Edit Mode.*

Features

CD Change Option:...

The player has the option to listen to an audio CD of their choosing when playing Backstreet Billiards. After beginning a game, press the Start button and select the "CD Change" option. With the CD Change menu open, swap the Backstreet Billiards CD with the desired Audio CD in order to play. Reinsert the Backstreet Billiards CD when prompted.

Starting the Game

Accessing the different modes of play is achieved by pressing the Start Button at the title screen. Use the Directional buttons to select desired game/mode and confirm by pressing either the Start or ⊗ Buttons.

Story:

Challenge individual characters to a variety of billiard games. To move the story forward, your character must talk to the people that appear and challenge them to pool matches. Beating the last character completes the story mode and reveals the ending.

Pocket Game:

9 different billiard games are available on the Pocket table. Options such as the number of players, choice between CPU or human opponents, game rules, and number of sets may be adjusted.

Carom Game:

5 billiard games can be played using the Carom table.

Practice:

Select a table, the ball arrangement, and practice without interference. A great place to learn the intricacies of the cue ball's movement.

Trick Shot:

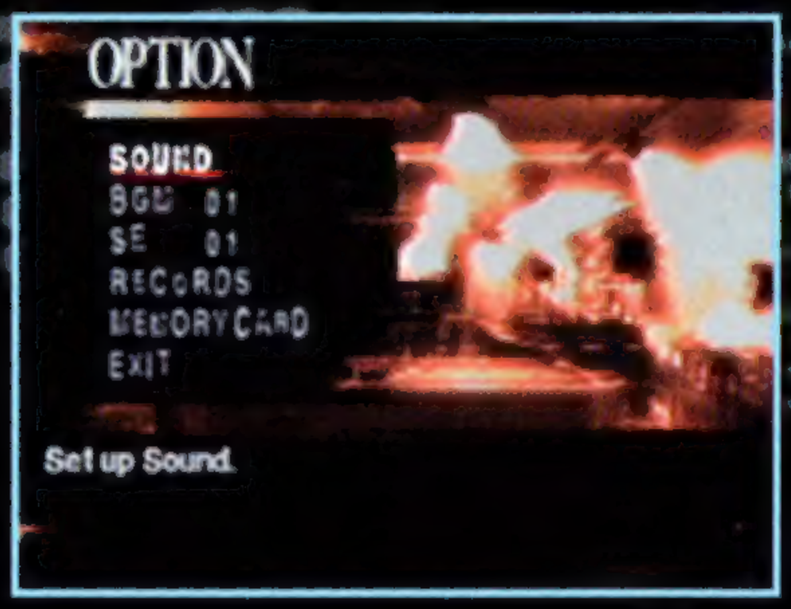
The goal of this mode is to successfully sink all balls arranged on the table in one shot. You may also create your own tricks using the Trick Editor, and then save them to a Memory Card.

Speed:

The object of this mode is to clear all the balls on the table as quickly as possible. Pocketing them in any order will clear the stage. Scratching the Cue ball adds a time penalty.

Option:

Access/Adjust the various features within this menu by highlighting the desired feature using the Directional buttons and then pressing the ⊗ Button. Press the △ Button to exit.



SOUND:	Stereo/Mono Setting
BGM:	Listen to the in-game music
SE:	Listen to the in-game sound effects
RECORDS:	View records
MEMORY CARD:	Saving and Loading data

Story Mode, Stats, & Items

Basic Stats:

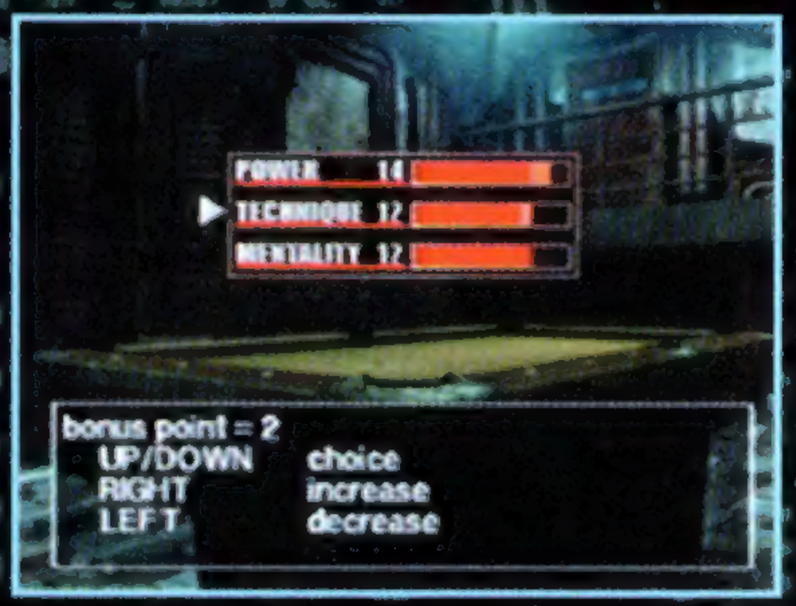
In Story Mode the player has three basic stats that can be increased to improve their performance, these are:

POWER:	**Strength with which the Cue Ball is hit changes**
TECHNIQUE:	**The movements of the Cue Ball change, depending on Cue angle and where on the Cue Ball the Cue hits**
MENTALITY:	**Speed of the shot power gauge changes**

Leveling Up:

The player is rewarded with additional points upon defeating an opponent. After winning, the level-up screen is displayed, and the player may allocate these points to any of the stats, as they choose. Points are awarded as follows:

STAGE 1-3	**3 points**
STAGE 4:	**4 points**
STAGE 5-6	**5 points**



After all points are distributed, the player is given a confirmation display. Selecting YES continues the game, selecting NO returns the player to the level-up allocation screen.

Changing Cues:

After acquiring additional Cues, the player can select the one they wish to use by choosing "Cue" from the Conversation screen. The currently equipped Cue is designated by an "E" on it's picture. The green color on the stat bar indicates the selected Cue's effect on that stat.

Equipping Items:

To view and select acquired items access the "Item" option from the Conversation screen. The orange color on the stat bar indicates the item's effect on that stat.

Game Flow and Controls

Press the Start Button during a game to open the option menu. Use the Directional buttons (up & down) to highlight the desired item, and confirm by pressing the ⊗ Button

REPLAY:	**Replay the most recent shot**
BG:	**Turn background graphics ON/OFF**
VIBRATION:	**Turn vibration feature ON/OFF**
CAMERA:	**Change the camera view used after a shot**
GUIDE BALL:	**Change trajectory guide/turn ON/OFF**
CD CHANGE:	**Play a music CD during a game**
BGM VOLUME:	**Change background music volume**
SE VOLUME:	**Change sound effects volume**
QUIT GAME:	**Return to title screen**
EXIT MENU:	**Return to game**

**Depending on the mode of play the content of this menu will vary slightly.*

Banking Screen:

Before starting a game it must be decided who will go first. This is accomplished by having both players shoot a ball from the head cushion (cushion at the bottom of the screen) towards the foot cushion (cushion at the top of the screen). The player who gets their ball the closest to the head cushion (bottom of the screen) wins the right to make the break shot. If the ball does not hit the foot cushion, it is a foul. If both players shoot the same distance, or foul, both of them must shoot again. If two players are using the same controller, or there are more than three players, banking is not necessary.

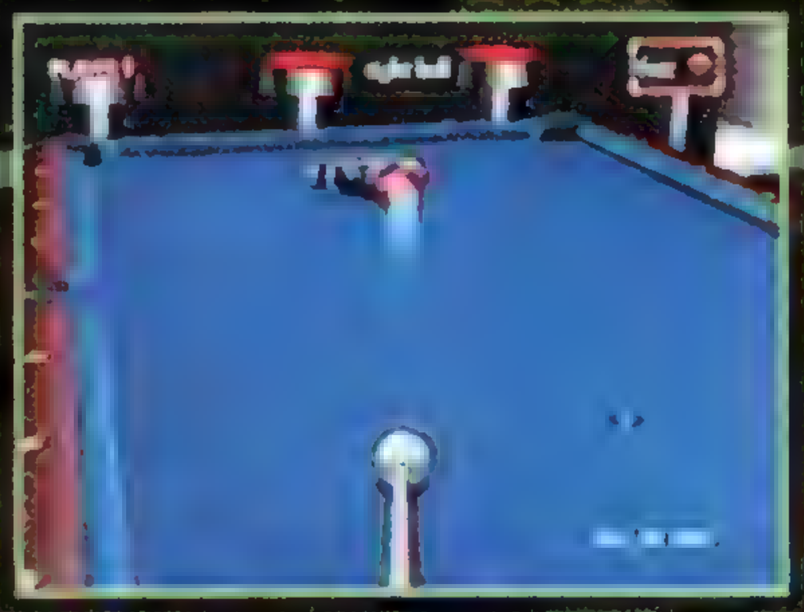
Cue Ball Arrangement:

After banking, the player who goes first needs to place the cue ball. It can be rearranged as often as you like. Placing the cue ball is achieved by moving the Directional buttons while holding down the △ Button.

Direction Screen:

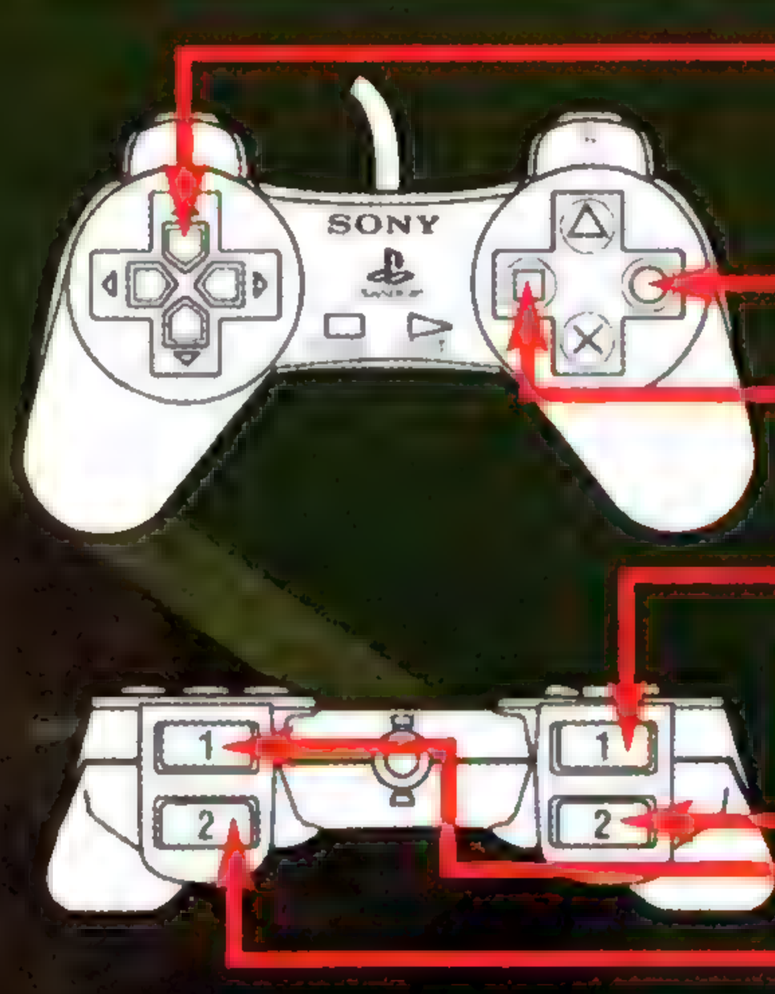
Once the cue ball has been placed, the direction (where on the table) it is aimed is set by using the Directional buttons.

**Depending on the various modes and rules this screen will differ.*



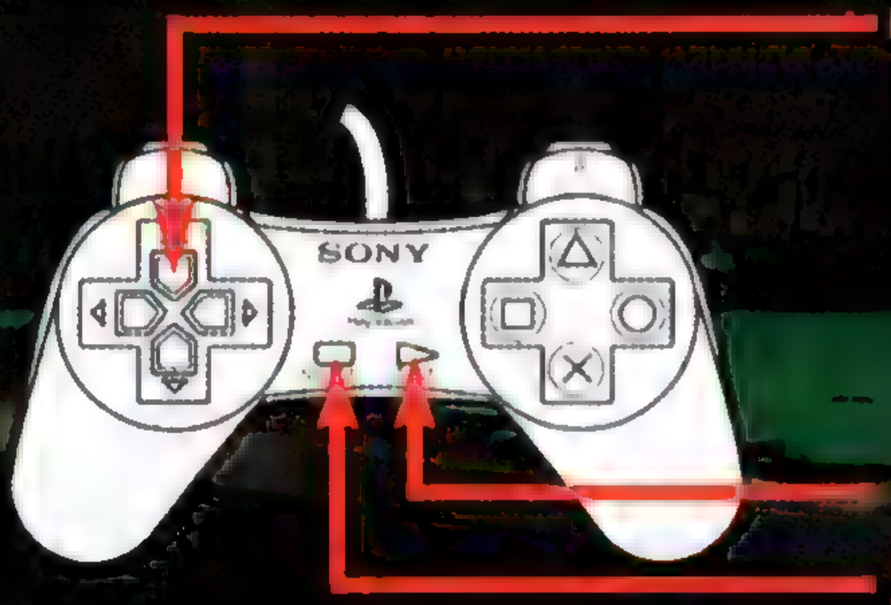
Free Camera Mode:

Pressing the R2 Button allows the camera angle to be changed to confirm cue or pocket positioning. Rotating the camera requires the indicated button to be held down.



Direction:	Moves camera forward, back, left and right
Button:	Rotate camera
Button:	Rotate camera
L1 Button:	Move camera down
L2 Button:	Toggles ball color/number
R1 Button:	Move camera up
R2 Button:	Exit free camera mode

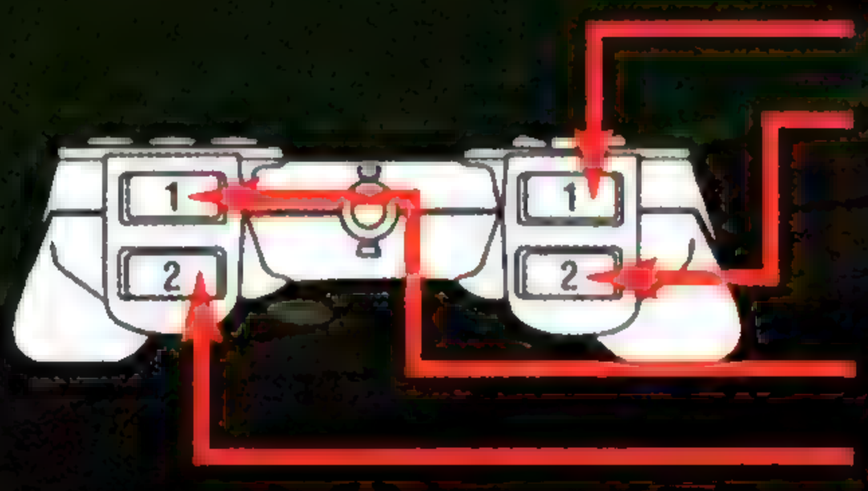
Others Controls:



Direction: Change shot direction/viewing angle

Start Button: Open the menu

Select Button: Switch to top view



L1 Button: Zoom in

L2 Button: Indicates ball number

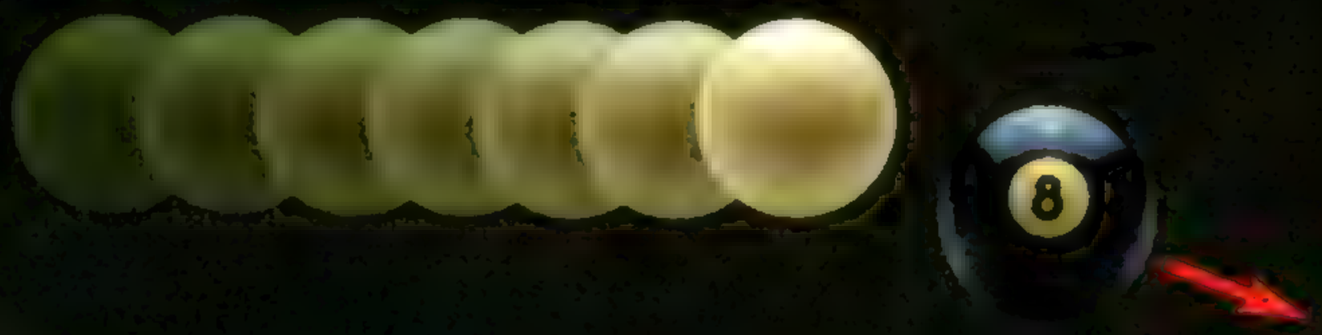
R1 Button: Zoom out

R2 Button: Open/Exit free camera mode

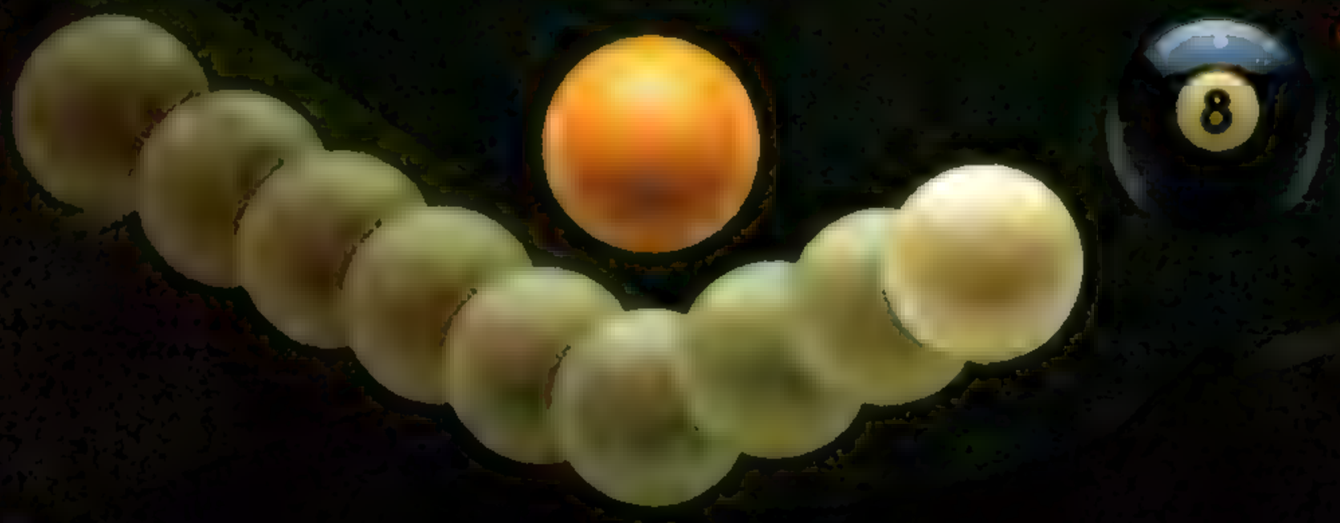
Shot Direction:

Upon deciding the direction of the shot, pressing the ⊗ Button confirms the decision and takes you to the shot power screen.

The game will automatically line up the hit straight on. Hit the ball straight on for the most power and a direct hit.



Use the directional buttons to adjust for angled shots. The more you adjust the shot to the left or right, the more angle you will give your shot.



You can also make shots that need to angle off a cushion to get to the ball you want to hit. Use the ghost trail to see where the ball will go.

Shot Power Screen:

Indicates the strength with which the cue ball will be hit. The further to the right the meter is, the more powerful the shot. Press the ⊗ Button to confirm power. Press the ▣ Button to switch between the low/high power shot options. A more powerful shot will be very useful in situations such as the break.

Power Exchange:
Press ▣ to change between the blue meter (normal) and the red meter (power).

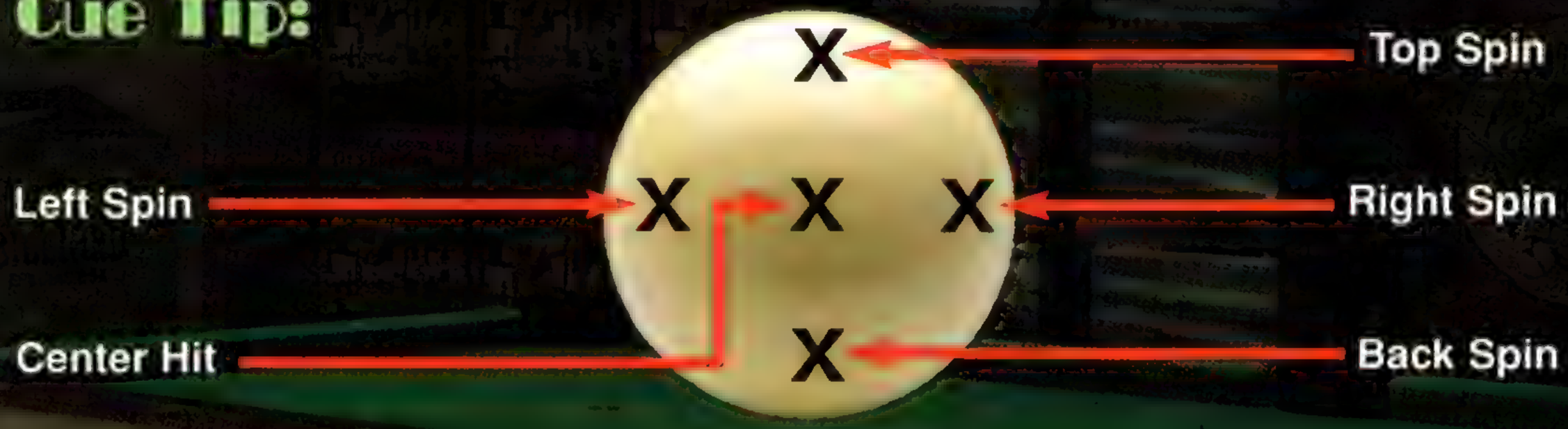
Modify the Cue Position:

The position at which the cue is set to hit the cue ball, will affect trajectory, speed, and a number of other aspects of the ball's movement. Press the Directional buttons while holding down the ▣ Button to adjust where on the cue ball, the cue will strike. The player may adjust the angle at which the cue will strike the cue call by using the (up & down) Directional buttons while holding down the ◉ Button.

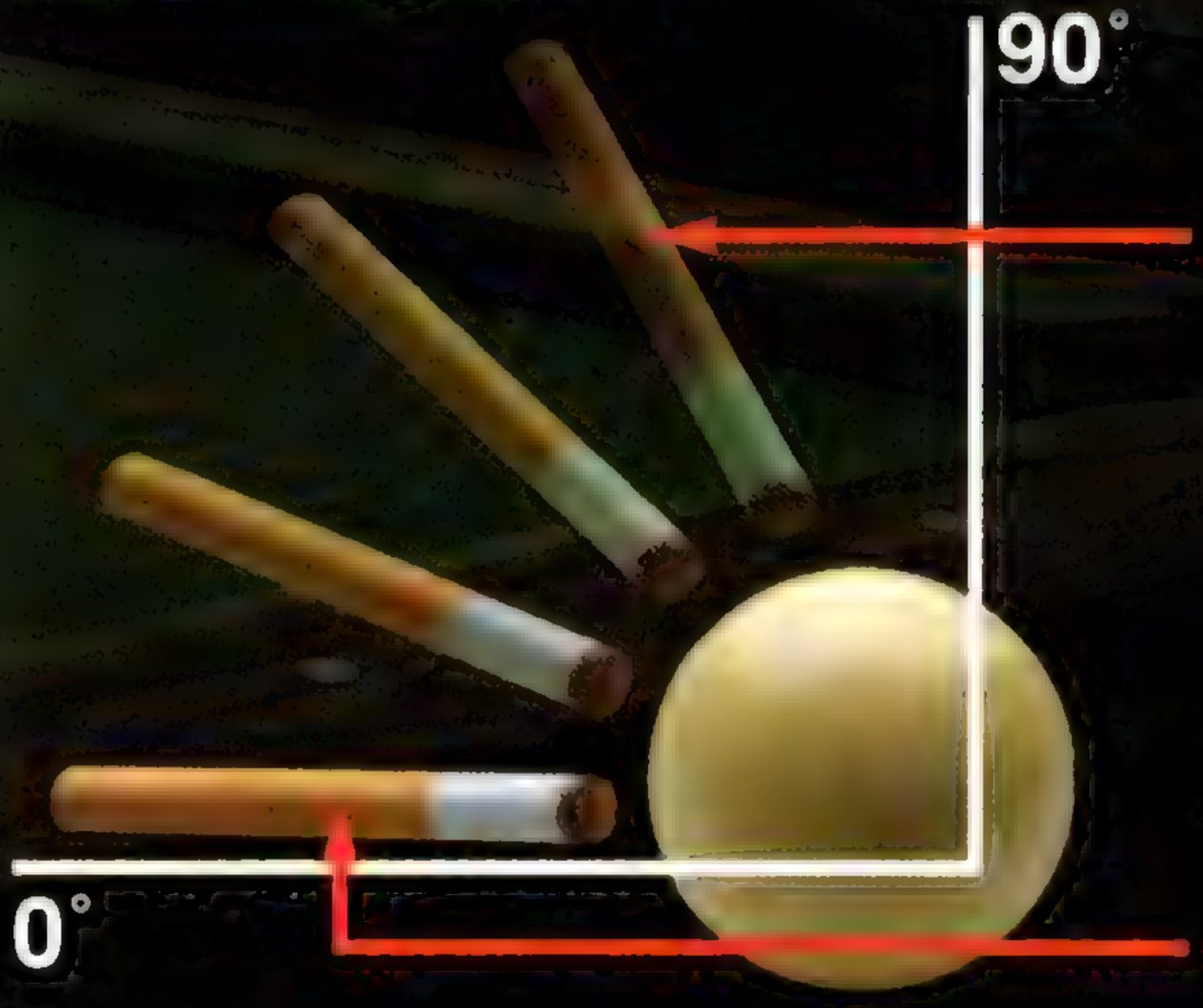
- **Top Spin:** After hitting a target, both the cue ball and target will continue to move forward.
- **Center Hit:** After hitting a target, the cue ball will stop, but the target will continue to move forward.
- **Left Spin:** After hitting a cushion, the cue ball will travel to the left.
- **Right Spin:** After hitting a cushion, the cue ball will be travel to the right.
- **Back Spin:** After hitting a target, the cue ball will roll back towards you while the target continues forward.
- **Jumping:** Make the cue ball jump over an obstacle to hit a target.
- **Masse:** Apply a very strong spin to the ball, allowing it to move forward while curving.

**Combining cue position and angle allows for a wide variety of ball movement. Training in the practice mode will allow you to perfect many different techniques.*

Cue Tip:



Cue Angle:



The larger the angle you give the cue stick, the larger the amount of spin you'll get when you hit the ball. Give the cue stick enough angle and it will jump over other balls.

The smaller the angle you give the cue stick, the less spin and more power you will get when you hit the ball.

Games: Nine Ball

This game is played with object balls #1 - #9 and the cue ball. Pocket the object balls from the lowest number to the highest number. Player may pocket random object balls on the same shot that they hit the lowest numbered ball. These must be pocketed after the lowest number has been hit first, and the player would then attempt to pocket the next lowest ball on the table. The player who pockets the 9-ball wins the game. Player wins if the 9-ball is pocketed on the break. Player can also win if the lowest numbered object ball is used to pocket the 9-ball.

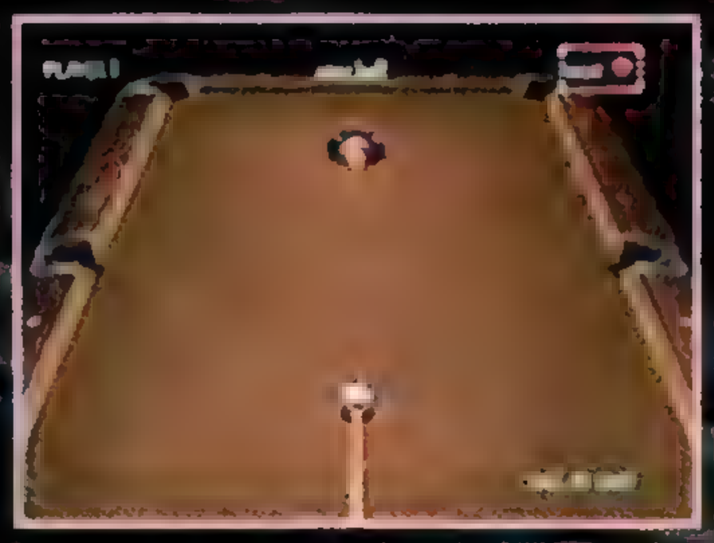
Number of players: 2 - 4

Foul:

- If the first ball hit is not the smallest number on the table.
- Scratching the cue ball. (ex. hitting it into a pocket or off of the table)
- When the cue ball hits the lowest numbered object ball, and neither of these, nor any other balls hit a cushion. (Except Novice)
- If, on the break, no object balls are pocketed, at least four balls must make contact with a cushion. (Except Novice)
- Either three fouls or scratches in a row. (Except Novice)

Rule Setting:

- Novice: No no-cushion fouls. No more than three fouls.
- Regulation: On a foul the cue ball is returned to its original spot.
- Texas: On a foul the cue ball is played where it lies after the shot.



Rotation

This game is played with object balls #1 - #15 and the cue ball. Points received by a player correspond directly to the number of the object ball pocketed. The player with the highest score wins. During the game, the cue ball must hit the lowest numbered object ball on the table, but it is okay for another object ball to be pocketed after this ball has been hit.

Number of players: 2 - 4

Foul:

- If the smallest numbered object ball on the table is not hit.
- If the cue ball is pocketed (scratch), or drops off of the table.
- After the cue ball strikes the target, and no balls come in contact with a cushion. (Except Novice)
- If on the break shot, an object ball is not pocketed and at least four balls do not hit the cushion. (Except Novice)
- If called ball is not pocketed in called pocket. (Call Shot only)

Rule Settings:

- Novice: Ball-in-Hand.
- House: After fouling, the cue ball will be set behind the head line. An object ball behind the head line can be hit directly.
- Regulation: After fouling, the cue ball is set behind the head line. An object ball behind the head line cannot be shot directly.
- Call Shot: Regulation rules apply. All shots, excluding the break, must be called.

Eight Ball

Eight ball is played with a cue ball, and 15 object balls, numbered 1-15. The object balls are divided into two groups: 1-7 (solids) and 9-15 (stripes). The player who sinks all of their group, and then sinks the 8-ball is the winner. The first pocketed ball determines whether a player is shooting for either solids or stripes.

Number of players: 2

Foul:

- Player must hit one of their group balls first.
- Scratching the cue ball (ex. Hitting it into a pocket or off of the table)
- If either the cue ball, or any other object ball fails to make contact with a cushion. (Except Novice)
- Ball not pocketed in called pocket. (Call Shot only)

Player will lose the game in the following cases:

- Pocketing the 8-ball prior to pocketing all of your group balls.
- 8-ball and player's last object ball cannot be pocketed on the same shot.
- Missing the 8-ball on the attempt to sink this ball for the win.
- Placing the 8-ball in a pocket that was not called.
- Three fouls or scratches in a row. (Except Novice)

Rule Setting:

- Novice: Ball-in-Hand, No call shot for the 8-ball.
- House: After fouling, the cue ball will be set anywhere behind the head line. An object ball behind the head line can be hit directly. The 8-ball must be a called shot.
- Regulation: After fouling, the cue ball is set behind the head line. An object ball behind the head line cannot be shot directly. The 8-ball must be a called shot.
- Call Shot: Pocket must be called on all shots, expect for the break shot. If the 8-ball is pocketed on the break shot, it is returned to the foot spot, and the game continues.

**Call Shot: Pocket where ball is to be placed must be called prior to the shot.*

Basic

Basic is played with object balls #1 - #15 and the cue ball. First to sink 8 balls wins game. After the break, any ball may be shot.

Number of players: 2 -4

Foul:

- If at least one ball is not pocketed on the break, and at least one ball doesn't hit the cushion.
- If the cue ball is pocketed (scratch), or drops off of the table.
- After hitting the target, no balls hit a cushion. (Except Novice)
- If called ball is not pocketed in called pocket. (Call Shot only)

Rule Setting:

- Novice: No no-cushion foul.
- Regulation: Cue ball is returned to the spot where it was prior to fouling.
- Call Shot: Regulation rules apply. All shots, excluding the break, must be called.

14.1 Continuous

This game is played with object balls #1 - #15 and the cue ball. The player who first reaches the agreed upon amount of points wins the game. Players score one point per ball, and may begin by shooting at any ball.

**Only for this game, does the player who loses at banking go first.*

Number of Players: 2

Foul:

- If called ball is not pocketed in called pocket. (Call Shot only)
- If the cue ball is pocketed (scratch), or drops off the table. -1 pt
- After hitting the target, no object balls make contact with a cushion. -1 pt (Call Shot only)
- After the break shot, if at least one ball is not pocketed and at least two balls make contact with a cushion. -2 pts (Call Shot only)
- Three fouls or scratches in a row is a loss. -15 pts (Except Novice)

Rule setting:

- Novice: No call shot. No three fouls rule.
- Call Shot: All shots must be called. Three foul rule applies.

Bowlliard

Bowlliards is played with object balls #1 - #10 and the cue ball. The rules of this game are very similar to those in an actual bowling game. If all balls are pocketed before fouling or scratching after the break shot, the player will score a strike. If on the second shot of a frame, all remaining balls are pocketed before fouling or scratching the player will score a spare. After finishing the second shot, one frame will be completed. Scoring is basically the same as in bowling.

Number of Players: 1 - 4

Foul:

- If called ball is not pocketed in called pocket. (Only Regulation)
- If the cue ball is pocketed (Scratch), or drops off of the table.
- If no balls make contact with a cushion after the cue ball hits a target. (All games excluding Novice)

Rule Setting:

- Novice: No call shot. Ball-in-Hand.
- House: No call shot. After fouling, the cue ball will be set behind the head line. An object ball behind the head line can be hit directly.
- Slop: No call shot. After fouling, the cue ball is set behind the head line. An object ball behind the head line cannot be shot directly.
- Regulation: All balls must be called except during the break shot. After fouling, the cue ball is set behind the head line. An object ball behind the head line cannot be shot directly.

Cut Throat

Cut Throat is played with object balls #1 - #15 and the cue ball. The game is played with three to four players. The object balls are divided into groups and each of these groups is assigned to a player. The goal is to pocket all of the other player's object balls, without letting them pocket all of yours. The player with the last ball on a table wins the game. (The game ends for each individual player when all of the object balls in their grouping have been pocketed.)

Number of Players: 3 - 4

Foul:

- If the cue ball is pocketed (Scratch), or drops off the table.
- If no balls make contact with a cushion after the cue ball hits the target.
- (Only House) If a player fouls, or scratches, the most recently pocketed ball will be returned to the table as a penalty. (So, a player whose game is over may have a chance to get back into the game.)

Rule Setting:

- Novice: No no-cushion foul.
- House: Cushion foul applies.

One Pocket

This game is played with object balls #1 - #15 and the cue ball. Object balls are shot at the assigned pocket. If a ball is pocketed in one of the assigned pockets (the two corner pockets at the foot-end of the table), one point will be scored. The first to 8pts wins. The first player chooses one of the two pockets, and the second player is automatically assigned the other.

Number of players: 2

Foul:

- If the cue ball is pocketed (Scratch), or drops off the table.
- If no balls make contact with a cushion after hitting the target ball. (Except Novice)
- If you foul or scratch three times in a row, you will lose. (Except Novice)

Rule Setting:

- Novice: Ball-in-hand, an object ball behind the head line can be hit directly.
- House: After scratching, the cue ball will be set behind the head line. An object ball behind the head line can be hit directly.
- Regulation: After scratching, the cue ball is set behind the head line. An object ball behind the head line cannot be shot directly.

**When you foul, the game continues without moving the cue ball.*

Four Ball

This game requires two object balls, two cue balls, and must be played on a carom table(M). You will score one point by hitting two out of the three on the table with your cue ball in one shot. If the shot is missed, it is the next players turn. The player who scores the agreed upon number of points wins the game. When the first player reaches the agreed upon number of points, the next player (in order to tie), must score the agreed upon number of points in the next inning. If this is accomplished, the game is a tie and there is no winner.

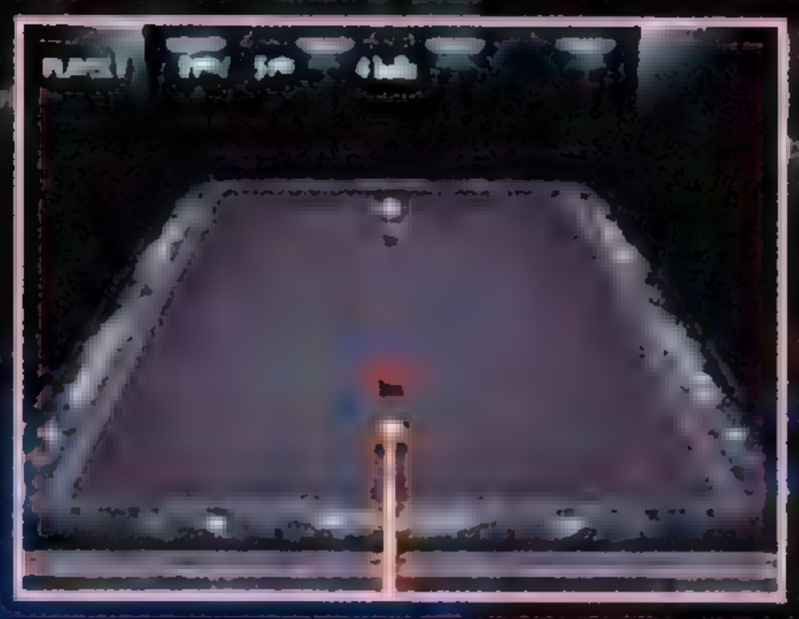
Number of Players: 2

Foul:

- If either the cue ball or object ball(s) drop off of the table.

Rule Setting:

- Regulation: When more than two balls are struck with your cue ball in one shot, one point is scored.
- Local: When hitting object balls in an order such as White to Red, Red to White, two points will be scored. Three points will be awarded for Red to Red hits, and striking all three balls in one shot will be rewarded with five points.



5-9

This game is based on Nine Ball and is played with object balls #1- #9 and the cue ball. #5 and #9 are the scoring balls and players must compete for the total scores of the agreed upon number of innings. (#5 is worth 1pt, #9 is worth 2pts) If these balls are pocketed in the corner pockets, they will score as they are. If they are pocketed in the side pockets, they will be scored double. During the game, if both the #5 and #9 balls are pocketed when they should not be they are returned to the foot spot after scoring. (Ex: If the 5-ball is pocketed by the 1-ball, 1 point will be scored and the 5-ball will be returned to the table. Then, target the 1-ball again. Until the 4-ball is pocketed, continue returning the 5-ball to the table.) If the 9-ball is pocketed, one round is completed. The cue ball must be returned behind the head line after pocketing the 9-ball, otherwise it will be counted as a foul. (2 point foul) If a player pockets all nine balls in one turn (without changing players) the score is doubled.

Number of players: 3 -4

Foul:

- If the smallest numbered object ball on the table is not hit.
- If the cue ball is pocketed (Scratch), or drops off the table.
- If no balls make contact with a cushion after hitting the smallest numbered object ball. (Except Novice)
- If at least one ball is not pocketed, and at least four balls do not hit a cushion after the break shot. (Except Novice)
- If the cue ball is not returned behind the head line at the end of the game. (Except Novice)

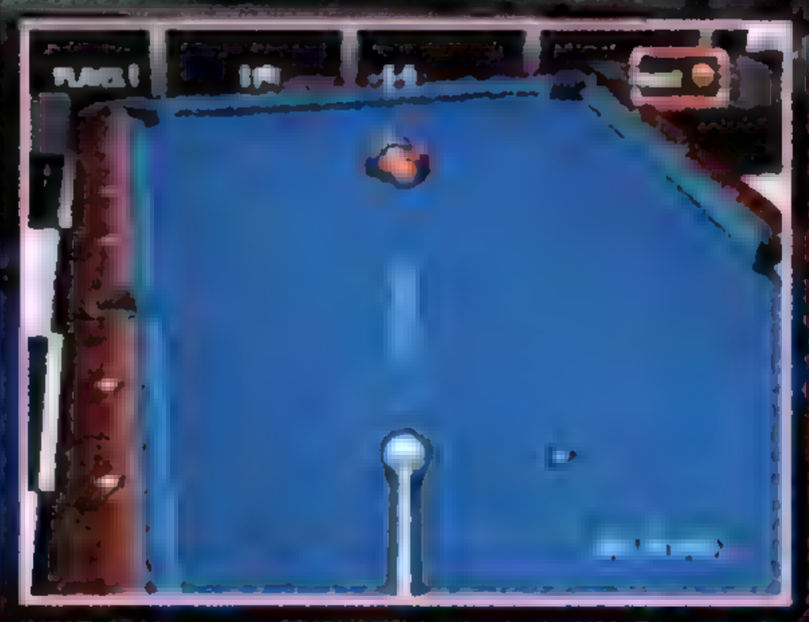
Rule Setting:

- Novice:No no-cushion foul. No two point foul.
- House: All fouls apply.

Dealing with Fouls:

Continue playing. (play from where you are.) Move a target either to the foot or to the center, but let the cue ball remain where it is. Leave the object ball where it is, move the cue ball within the head line, and shoot from there. But, if an object ball is already within the head line, move it either to the center or foot spots. After scratching, the cue ball is placed behind the head line. Choose targeted ball as is, or from the center or foot spots.

**The cue ball will be Ball-in-Hand (able to be moved anywhere) in Novice.*



Three Ball

The rules here are very similar to the rules in Four Ball. Since one less ball is used in this game, it is a little more difficult. Hitting two object balls with the cue ball in one shot will be rewarded with one point. If one player misses then it is the next player's turn. The player who scores the agreed upon number of points wins the game. When the first player reaches the agreed upon number of points, the next player (in order to tie), must score the agreed upon number of points in the next inning. If this is accomplished, the game is a tie and there is no winner.

Number of Players: 2

Foul:

- If the red ball is not hit on the serve. (break)
- If either the cue ball or object ball(s) drop off of the table.

Rule Setting:

- Regulation: Hitting more than two balls with the cue ball in one turn will score one point.

Free

In addition to the rules for Four Ball, the four corners are designated areas. Played with two object balls, two cue balls on a Carom table (M). Hitting two out of the three balls with the cue ball in one turn is rewarded with a single point. If one player misses, the next player then has their turn. You cannot score at the four corners two times in a row, so on the second shot, the player must shoot one of the two balls out of the area to score. The player who scores the agreed upon number of points wins the game. When the first player reaches the agreed upon number of points, the next player (in order to tie), must score the agreed upon number of points in the next inning. If this is accomplished, the game is a tie and there is no winner.

Number of Players: 2

Foul:

- If either the cue ball or object ball(s) drop off of the table.

Rule Setting:

- Regulation: Hitting more than two balls with the cue ball in one shot will score one point.
- Local: When hitting object balls in an order such as White to Red, Red to White, two points will be scored. Three points will be awarded for Red to Red hits, and striking all three balls in one shot will be rewarded with five points.

One Cushion

One-cushion is played with one object ball and two cue balls, on a Carom table (L). In order to score, your cue ball must strike the other two balls on the table in one shot, but after hitting the first ball your cue ball has to come in contact with a cushion at least one time before hitting the second ball. The player who scores the agreed upon number of points wins the game. When the first player reaches the agreed upon number of points, the next player (in order to tie), must score on his/her next turn. If this is accomplished, the game is a tie and there is no winner.

Number of Players: 2

Foul:

- If the red ball is not hit on the serve (break).
- If either the cue ball or object ball(s) drop off of the table.

Rule Setting:

- Regulation: When you hit more than two balls with your cue ball in one shot, you will score one point.

Three Cushion

Three cushion is similar to One cushion. You must still hit the two other balls with your cue ball, but to be awarded a point, the cue ball must come in contact with the cushions at least three times before hitting the two other balls. The player who scores the agreed upon number of points wins the game. When the first player reaches the agreed upon number of points the next player (in order to tie), must score on his/her next turn. If this is accomplished the game is a tie and there is no winner.

Number of Players: 2

Foul:

- If a red ball is not hit on the serve (break).
- If either the cue ball or object ball(s) drop off of the table.

Regulation:

- When you hit more than two balls with your cue ball, you will score one point.

Terminology

Cue Ball:

The white ball used in most pool & billiard games, typically the one that the player must hit with the cue.

Object Balls:

Any ball used in a game, except for the cue ball. In pocket games these are balls #1 - #15; in carom games the object balls are Red and White (your opponent).

Cushion:

Felt covered rubber surrounding a pool or billiard table.

Pocket:

Any opening or hole on a billiard table, there are typically six pockets on a billiard table: four located at each of the corners of the table (corner pockets) and one each centered on the side of the two longer cushions (side pockets).

Break Shot:

The initial shot in a Pocket game. In a Carom game it is referred to as a "serve."

Scratch:

A foul that occurs when the cue ball is pocketed unintentionally.

Ball in Hand:

The cue ball may be placed anywhere on the table.

Characters

Renaldo:

A young man who often frequents the pool bar, Sparky's. He is quite a talker, but his billiard skills still leave something to be desired. However, he does practice a good deal.

Bryan:

A regular customer at the fast food restaurant, "Little Cherry." Overall he is an average pool player. But when he is hot, he plays a good game.

Gina:

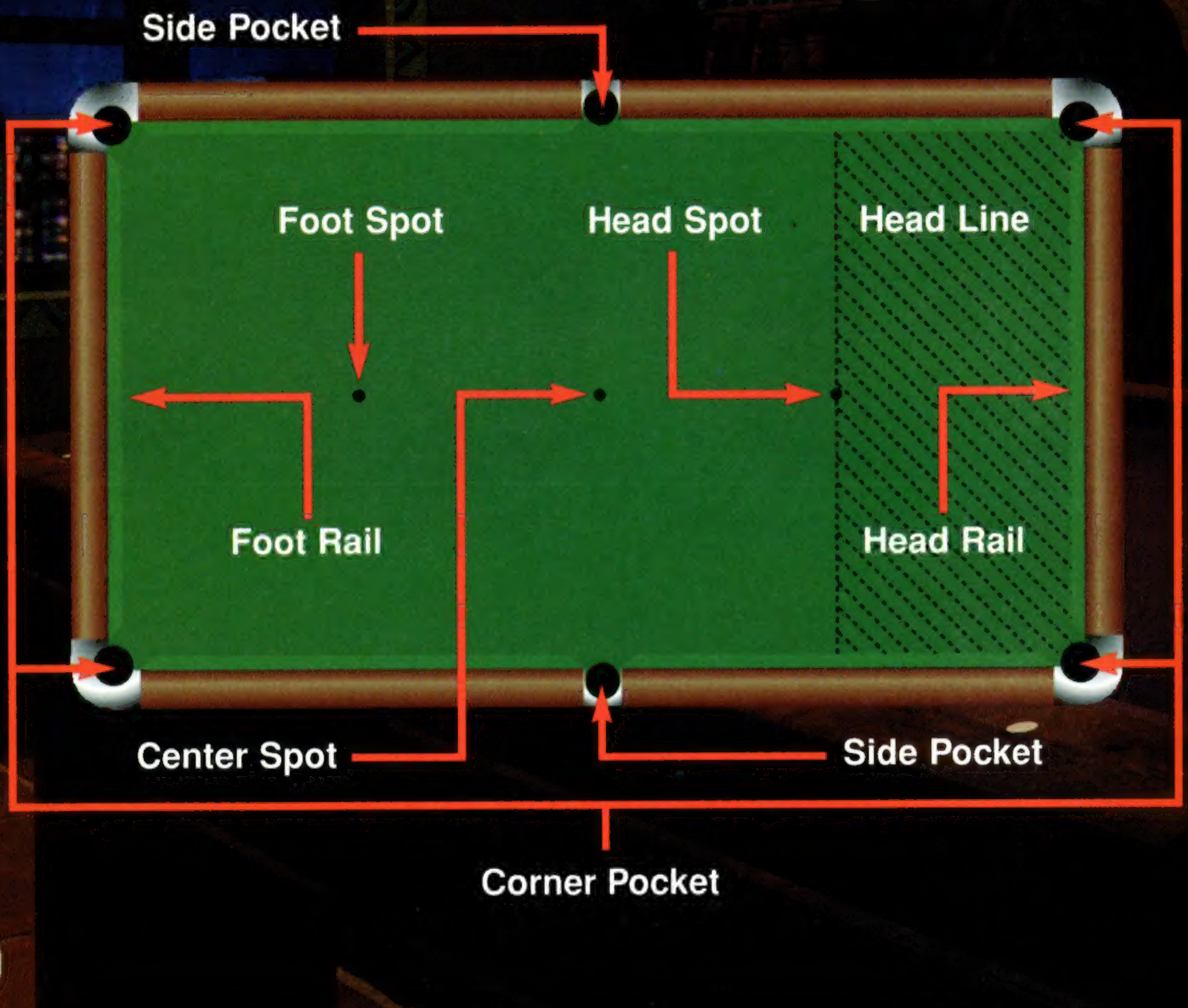
She and Renaldo have known each other since they were children. At the present time, she is a better player than Renaldo. She has a good reputation as a stable player.

Carol:

She works at the miscellaneous goods store, "CochaBamba." Her billiard skills are improving as her store manager has spent time training her.

Advice

Diagram of a billiard table.



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Backstreet Billiards

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